

## **ARTSIT+DLI 2022**

### *Sunday afternoon*

15:30-17:00: Welcome drink at the Museum of Faro

### ***Monday 21st november***

#### **8:30 - Registration**

#### **9:30 Opening talks (Room 1)**

ArtsIT General Chair Jorge Carrega, DLI General Chair Eva Brooks, EAI Conference Manager, CIAC coordinator – Bruno Mendes da Silva, Rector of UAlg - Professor Paulo Águas, Director of FCHS, Professor Sérgio Vieira, Alessandro Soriani (Council of Europe Video Game working group).

#### **10:00 - Keynote Talks (Room 1)**

Monika Fleischmann & Wolfgang Strauss

*New Media Art - A Thinking Space for Digitality?*

Introduced by Anthony Brooks

#### **11:00- 11:15 – Coffee Break**

#### **11:15 – 13:00 - Technical sessions 1**

##### **ArtsIT (Room 1)**

**Session chair: Bruno Silva**

**Engaging Museum Visitors with AI-Generated Narration and Gameplay – Wladimir Hettmann (Hochschule Karlsruhe – University of Applied Sciences).**

**User experience of a conversational user interface in a museum – Stefan Schaffer (DFKI).**

**Digital Game-based Second Language Learning of JLPT N5 & N4 Grammatical Concepts – John Marbert University of the Philippines Manila) (Online)**

**A Review of Game Design Techniques for Managing Suspense – Ying Zhu (Georgia State University) (Online)**

**Designing Virtual Guides Characteristics for Remote Tourism in the Arctic – Siiri Paananen (University of Lapland).**

**User Experience in Virtual Museum - Evaluating Assassins Creed Odyssey: Discovery Tour – Siiri Paananen (University of Lapland)**

**VR Diet Museum: A Virtual Experience Designed for Better Learning and Reflection on Eating Habits and Its Effects – Haoran Zhang (The Hong Kong Polytechnic University). (Online)**

**11:15-13:00 - DLI (Room 2)**

**Session chair: Jeanette Sjöberg, Halmstad University, Sweden.**

**Learning management systems in flexible learning environments – a study of teachers' experiences – Joel Holzberg, (Halmstad University, Sweden). Online**

**Concept-Based Modeling as a Method Combining Digital and Analogue Means for Problem-Solving – Björn Sjärdén, (Halmstad University, Sweden).**

**Promoting Life-long Learning through Flexible Educational Format for Professionals within AI, Design and Innovation Management – Jeanette Sjöberg (Halmstad University, Sweden).**

**AI-supported acquisition of argumentation skills: Use Case 'The Arguener' – Veronica Hackl, (University of Passau, Germany).**

**Collaboration between parents and children using robots – Anders Kalsgaard Møller, (Aalborg University, Denmark).**

**Interactive Design Process for Enhancing Digital Literacy Among Children: A Systematic Literature Review – Kaiqing Chen (Griffith University, Australia).**

**13:15 Lunch**

**14:30-15:20: keynote talk (Room 1)**

**Rudolfo Quintas**

***"Can I Hear You Dance?" and Eco-Acoustic Embodiment***

Introduced by Jorge Carrega

**15:30 – 17:30 - Technical Session 2 ArtsIT (Room 1)**

**Session chair: Gabriela Borges**

**The Impact of hybrid animation on the future of Animation – Catia Peres (UNIDCOM/IADE / UALG). Online**

**Investigation of the Relationship between Artworks and Real Objects Using AI and Psychological Experiment – Ryhoei Nakatsu (Kyoto University) (Online)**

**Analysis of Affective Behavior in the Artistic Installation Moviescape – Elena Partesotti (UNICAMP).**

**Fate, Death and marketing. Is a book the same product as yogurt or a car? – Martin Kasarda (Paneuropean University).**

**The singing bridge: sonification of a stress-ribbon footbridge – Christian Torresan(Faculdade de Engenharia da Universidade do Porto)**

**Shadow Display Design Concepts for AI Enhanced Environments – Joanna Häkkinä (University of Lapland). Online**

**15:30 – 17:00 - Technical Session 2 DLI (Room 2)**

**Session chair: Camilla Finsterbach Kaup, (Aalborg University, Sweden).**

**Purposeful prototyping with children to generate design ideas – Annie Aggarwal, TU Delft, (Faculty of Industrial Design, the Netherlands).**

**The Use of Adaptive VR Environments to Foster Students Learning in Multilingual Study Guidance – Emma Edstrand, (Halmstad University, Sweden).**

**Bringing computational thinking to life through play – Camilla Finsterbach Kaup, (Aalborg University, Denmark).**

**Designerly Processes with Robots as a Framework for Children’s Perspective-Taking – Eva Brooks (Aalborg University, Denmark).**

**17:00 – 17:30 Coffee Break**

**17:30 -19:30: Special Session (Room 1)**

*Special Track on Dialogues between Geometry, Computer Graphics and the Visual Arts*

**Session chair António Araújo**

**A Deep Learning Approach to Generate 3D Model of Fluid Art - Mai Cong Hung - (Osaka University) (Online)**

**Geometrical feature identification of cuneiform signs on micro survey reconstruction-Sara Antinozzi (University of Salerno) (Online)**

**[IN]Musicality: a collection of VR drawings and music as an artistic application of Hybrid Immersive Models - Lucas Fabian Olivero (University of Algarve and Aberta University)**

**2000 eyes: Spherical View of La Fenice di Venezia. A Large-format equirectangular drawing with a gigapixel resolution - Chiara Masiero Sgrinzatto (Independent Artist)**

**Using off-the-shelf AR and VR software for teaching immersive perspectives to 9th grade students -Manuel Flores (CIAC-UAb and AGVV)**

**A Comparative Study of Four 3D Facial Animation Methods: Skeleton, Blendshape, Audio-Driven, and Vision-Based Capture - Mingzhu Wei (Purdue University)**

**17:00- 19:00 - Technical Session 3 ArtsIT (Room 2)**

**Session chair: Joana Palminha**

**Being fluent in specialized languages can boost your research: Designing a multilingual, multimodal and collaborative platform of resources for higher education – Bruno de Azevedo (Centro ALGORITMI, engageLab - Universidade do Minho).**

**Development of Art Fashion by Integrating Art and Digital Textile Printing – Yuya Hamo (Kyoto University) (Online).**

**Emotional Machines - Toward Affective Virtual Environments – Jorge Forero (FEUP). (Online)**

**Transmediation of the Illustrated Children's Book «Goodnight Moon»: A Web-based Traditional Animation – Joana Rovira Martins (Universidade de Coimbra) (Online).**

**Cryptokitties vs. Axie Infinity: Computational Analysis of Reddit Discussions of two NFT Games – Chien Lu (Tampere University).**

**Developing Playful and Tangible Approaches to the Gap Between Academia and Civil Society: Inclusion and Access through Participatory Action-Research – Carla Sousa, José Neves (Universidade Lusófona/CICANT).**

**19:30 - Gala Dinner at Eva Senses Restaurant**

***Tuesday, November 22***

**9:00 – 9:55: Keynote talk DLI (Room 1)**

**Tuula Nousiainen** - Department of Teacher Education, University of Jyväskylä, Finland:

*Perspectives to meaningful learning experiences in digital environments.*

Introduced by Eva Brooks.

**10:00-11:30 - Technical Sessions 4 ArtsIT (Room 1)**

**Session chair António Costa Valente**

**Preferences of Student in-Game Elements for Implementation in Gamified Learning: a Survey Report – Teresa Vieira (Instituto Superior da Maia) (Online).**

**Design Factors for an Educational Game where Girls and Boys Play Together to Learn Fundamental Programming – Niklas Humble (Mid Sweden University, Department of Computer and System Science) (Online).**

**Recreating Gaming Experience Through Spatial Augmented Reality – Vibhuti Sagar (Indian Institute of Technology Hyderabad) (Online).**

**IN[The Hate Booth]: a Gamified Installation to Counteract Hate Speech- Bruno Silva e Susana Costa (CIAC/UAlg) (Online).**

**10:15- 11:30 - Technical Session 3 DLI (Room 2)**

Session chair: Anders Kalsgaard Møller, Aalborg University, Denmark.

**Navigating the Current “New World” of Teaching with Technology: A Glimpse into our Teachers’ Minds – Martin Cooney (Halmstad University, Sweden) (Online).**

**Making Fiscal Policy Engaging for students in social studies by used game-based learning. (Mads Strømberg Petersen, Aalborg University, Denmark.)**

**Decolonizing the Imagination: Designing a Futures Literacy Workshop – Cecilia BjörkénNyberg (Halmstad University, Sweden).**

*DLI best paper award and introduction to DLI 2023.*

**11:30-11:45- Coffee Break**

**11:45-13:00 Technical Sessions 5 ArtsIT (Room 1)**

Session chair- Anthony Brooks

**Questioning Potentials of the Electrorganic aFrame in Music Therapy: Two client case studies with a single Music Therapist – Anthony Brooks (Aalborg University).**

**Enabling Genuine Connections in a Digital Learning Environment for Students Through Information Communication Technologies – Duarte Sousa (Instituto Superior Técnico).**

**Banging interaction in ubiquitous music – Damian Keller (NAP-Universidade Federal do Acre).**

**Designing an Interactive 2-Level Circular Algorithm to Visualize and Support Collaboration in Science – Bruno Azevedo (Centro ALGORITMI, engageLab - Universidade do Minho).**

**11:45-13:00- Technical Session 6 ArtsIT (Room 2)**

Session chair – Filipa Cerol Martins

**The Resurrection of Art and Human Dignity MAGNETS case study – Jasmina Maric (Chalmers / CSE / Interaction Design)**

**PirouNet: Creating Dance through Artist-Centric Deep Learning – Mathilde Papillon (University of California, Santa Barbara)**

**Implementation and Playtesting for a world adventure games Procedural Content**

**Generation System – João Paulo de Sousa (Instituto Politécnico de Bragança) (Online)**  
**Translating Idiosyncratic Movement Qualities – Daniel Bisig (Zurich University of the Arts ) (Online)**

**11:45 – 13:00: DLI Social Arrangement (city/coast/wine tour). We meet in the foyer of the Eva Senses Hotel and take it from there. Welcome!**

**13:15 Lunch**

**14:30 - 16:30 CoE Panel (Room 1)**

**Session chair – Alessandro Soriani (University of Bologna)**

**<https://artsit.eai-conferences.org/2022/council-of-europes-video-game-culture-workinggroup/>**

**16:30-16:45: Coffee Break**

**16:45- 18:00 – Workshop: DRAWING HANDMADE VIRTUAL REALITY PANORAMAS (room 2) Introduction by Anthony Brooks**

**16:45 – 18:45 – Technical Session 7 ArtsIT (Short Papers - Room 1)**

**Session chair- Filipa Cerol Martins**

**Next Level Choreography: Applying a Transformer Network to Generate Improvised Dance Motions – Jonas Moons and Stefan Leijnen (Zurich University of the Arts) (Online)**

**Audial Kinetics and the Disembodied Voice – Jimmy Eadie (Trinity College Dublin) (Online).**

**Cross-Sections Between Geometric Patterns of the Past and the Generative Arts of Today – Artut Selcuk (Online).**

**Synaesthetic Sound Design in Virtual Reality – Szu -Ming Chung (Arts of Digital Media, Quanzhou Vocational and Technical University, Fujian, China) (Online)**

**Motion capture as a tool of empowerment for female main characters – Ema Lavrador e Luis Teixeira (Universidade Católica Portuguesa) (Online).**

**Touchy Tap: a Slow Technology for Shared Reflections on Water Consumption – Nanomi Nakamura (IT University of Copenhagen).**

**Customising the Interactive Film – Christopher Hales (RISEBA University, Riga, Latvia).**

**Shadows as Ambient Displays - a Design Space – Jonna Häkkilä (University of Lapland).**

**21:00 - Social event/end of conference at Gimnásio Clube de Faro**

